



# RANGER

NAME:	RACE:
ALIGNMENT:	LEVEL:
RANGER ARCHETYPE:	

## CLASS FEATURES

### **Hit Points**

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

### **Proficiencies**

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

### **Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

(a) scale mail or (b) leather armor

(a) two shortswords or (b) two simple melee weapons

(a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
<b>PROFICIENCY</b>	<b>SPEED</b>	<b>INSPIRATION</b>		<b>INITIATIVE</b>	<b>ARMOR</b>
<b>BONUS</b>					<b>CLASS</b>

**SAVING THROWS**

<div style="border: 1px solid black; padding: 2px; display: inline-block;">STR</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">INT</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>
<div style="border: 1px solid black; padding: 2px; display: inline-block;">DEX</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">WIS</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>
<div style="border: 1px solid black; padding: 2px; display: inline-block;">CON</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">CHA</div> <div style="border: 1px solid black; width: 30px; height: 20px; display: inline-block; vertical-align: middle;"></div>

**SENSES**

<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	PASSIVE WIS (PERCEPTION)
<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	PASSIVE INT (INVESTIGATION)
<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	PASSIVE WIS (INSIGHT)

**DEATH SAVES**

<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> </div>	FAILS
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; border-radius: 50%;"></div> </div>	SAVES

**SKILLS**

PROF	MOD	SKILL	BONUS
<input type="radio"/>	DEX	Acrobatics	_____
<input type="radio"/>	WIS	Animal handling	_____
<input type="radio"/>	INT	Arcana	_____
<input type="radio"/>	STR	Athletics	_____
<input type="radio"/>	CHA	Deception	_____
<input type="radio"/>	INT	History	_____
<input type="radio"/>	WIS	Insight	_____
<input type="radio"/>	CHA	Intimidation	_____
<input type="radio"/>	INT	Investigation	_____
<input type="radio"/>	WIS	Medicine	_____
<input type="radio"/>	INT	Nature	_____
<input type="radio"/>	WIS	Perception	_____
<input type="radio"/>	CHA	Performance	_____
<input type="radio"/>	CHA	Persuasion	_____
<input type="radio"/>	INT	Religion	_____
<input type="radio"/>	DEX	Sleight of Hand	_____
<input type="radio"/>	DEX	Stealth	_____
<input type="radio"/>	WIS	Survival	_____

**HIT POINTS**

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1<sup>st</sup> Level:** 10+ your Con. modifier

**Hit Points at Higher Levels:** 1d10 (or 6)  
+ your Con. modifier per ranger level after 1<sup>st</sup>

CURRENT	MAX	TEMP

**OTHER PROFICIENCIES  
& LANGUAGES**

**BACKGROUND**

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**FEATURES & TRAITS**

**CHARACTER BACKSTORY**

**CHARACTER APPEARANCE**

**ALLIES & ORGANIZATIONS**

## GEAR & ARMOR

ATTUNED

HEAD	_____	<input type="radio"/>
AMULET	_____	<input type="radio"/>
CLOAK	_____	<input type="radio"/>
ARMOR	_____	<input type="radio"/>
ARMS	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
BELT	_____	<input type="radio"/>
BOOTS	_____	<input type="radio"/>
SHIELD	_____	<input type="radio"/>

## INVENTORY & TREASURE

**INVENTORY & TREASURE**

## THE RANGER

LVL	PROF. BONUS	FEATURES	SPELLS KNOWN
1ST	+2	FAVORED ENEMY, NATURAL EXPLORER	—
2ND	+2	FIGHTER STYLE, SPELLCASTING	2
3RD	+2	RANGER ARCHETYPE, PRIMEVAL AWARENESS	3
4TH	+2	ABILITY SCORE IMPROVEMENT	3
5TH	+3	EXTRA ATTACK	4
6TH	+3	FAVORED ENEMY, NATURAL EXPLORER IMPROVEMENTS	4
7TH	+3	RANGER ARCHETYPE FEATURE	5
8TH	+3	ABILITY SCORE IMPROVEMENT, LAND'S SLIDE	5
9TH	+4	—	6
10TH	+4	NATURAL EXPLORER IMPROVEMENT, HIDE IN PLAIN SIGHT	6
11TH	+4	RANGER ARCHETYPE FEATURE	7
12TH	+4	ABILITY SCORE IMPROVEMENT	7
13TH	+5	—	8
14TH	+5	FAVORED ENEMY IMPROVEMENT, VANISH	8
15TH	+5	RANGER ARCHETYPE FEATURE	9
16TH	+5	ABILITY SCORE IMPROVEMENT	9
17TH	+6	—	10
18TH	+6	FERAL SENSES	10
19TH	+6	ABILITY SCORE IMPROVEMENT	11
20TH	+6	FOE SLAYER	11

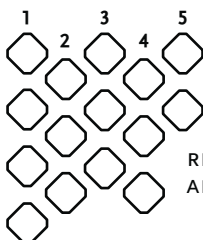
**MODIFIER**

**SPELL ATK**

**SAVE DC**

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier  
**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

**SPELL SLOTS PER SPELL LEVEL** .....



REPLENISHED  
AFTER LONG REST



## SPELL LIST

### 1ST LEVEL -----

- ☐ Absorb Elements
- ☐ Alarm
- ☐ Animal Friendship
- ☐ Beast Bond
- ☐ Cure Wounds
- ☐ Detect Magic
- ☐ Detect Poison and Disease
- ☐ Ensnaring Strike
- ☐ Fog Cloud
- ☐ Goodberry
- ☐ Hail of Thorns
- ☐ Hunter's Mark
- ☐ Jump
- ☐ Longstrider
- ☐ Snare
- ☐ Speak with Animals
- ☐ Sudden Awakening
- ☐ Wild Cunning
- ☐ Zephyr Strike

### 2ND LEVEL -----

- ☐ Animal Messenger
- ☐ Barkskin
- ☐ Beast Sense
- ☐ Cordon of Arrows
- ☐ Darkvision
- ☐ Find Traps
- ☐ Lesser Restoration
- ☐ Locate Animals or Plants
- ☐ Locate Object
- ☐ Pass Without Trace
- ☐ Protection from Poison
- ☐ Silence
- ☐ Spike Growth

### 4TH LEVEL -----

- ☐ Conjure Woodland Beings
- ☐ Freedom of Movement
- ☐ Grasping Vine
- ☐ Guardian of Nature
- ☐ Locate Creature
- ☐ Stoneskin

### 3RD LEVEL -----

- ☐ Conjure Animals
- ☐ Conjure Barrage
- ☐ Daylight
- ☐ Flame Arrows
- ☐ Lightning Arrow
- ☐ Nondetection
- ☐ Plant Growth
- ☐ Protection from Energy
- ☐ Speak with Plants
- ☐ Water Breathing
- ☐ Water Walk
- ☐ Wind Wall

### 5TH LEVEL -----

- ☐ Commune with Nature
- ☐ Conjure Volley
- ☐ Swift Quiver
- ☐ Tree Stride

## ***Favored Enemy***

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

FAVORED ENEMY	LANGUAGE

## ***Natural Explorer***

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

## ***Fighting Style***

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

You can't take a Fighting Style option more than once, even if you later get to choose again.

## ***Archery***

You gain a +2 bonus to attack rolls you make with ranged weapons.

## ***Defense***

While you are wearing armor, you gain a +1 bonus to AC.

## ***Dueling***

When you are wielding a melee weapon in one hand and no other weapons, you gain

a +2 bonus to damage rolls with that weapon.

## ***Two-Weapon Fighting***

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## ***Spellcasting***

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the ranger spell list.

## ***Spell Slots***

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

## ***Spells Known of 1st Level and Higher***

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

## ***Spellcasting Ability***

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with

one.

### ***Ranger Archetype***

At 3rd level, you choose an archetype that you strive to emulate: the Hunter that is detailed at the end of the class description or one from another source. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

### ***Primeval Awareness***

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

### ***Ability Score Improvement***

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

### ***Extra Attack***

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### ***Land's Stride***

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

### ***Hide in Plain Sight***

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

### ***Vanish***

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

### ***Feral Senses***

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

### ***Foe Slayer***

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

## ANIMAL COMPANIONS/FAMILIARS

### INFO

NAME \_\_\_\_\_

SPECIES \_\_\_\_\_

SIZE \_\_\_\_\_

CHALLENGE RATING \_\_\_\_\_

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SPEED

CLASS

### SENSES

PASSIVE WIS (PERCEPTION)

PASSIVE INT (INVESTIGATION)

PASSIVE WIS (INSIGHT)

### LANGUAGES

### SAVING THROWS

STR

INT

DEX

WIS

CON

CHA

### DEATH SAVES



FAILS

SAVES



### SKILLS

PROF	MOD	SKILL	BONUS
<input type="radio"/>	DEX	Acrobatics	_____
<input type="radio"/>	STR	Athletics	_____
<input type="radio"/>	WIS	Insight	_____
<input type="radio"/>	WIS	Perception	_____
<input type="radio"/>	CHA	Persuasion	_____
<input type="radio"/>	DEX	Stealth	_____

### HIT POINTS

**Hit Dice:** 1d8 per bard level

**Hit Points at 1<sup>st</sup> Level:** 8+ your Con. modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Con. modifier per bard level after 1<sup>st</sup>

CURRENT

MAX

TEMP

**ADDITIONAL NOTES**















